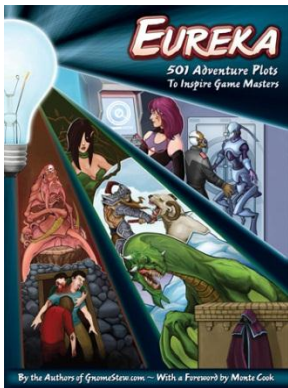


“The Star of Winter” A Eureka Mini-Campaign

What is Eureka?



Eureka: 501 Adventure Plots to Inspire Game Masters, features 501 complete plots for fantasy, sci-fi, and horror RPGs. The plots are system-neutral, allowing you to use them with just about any game. Each plot features a theme, a list of genres it can be easily adapted to, and multiple tags identifying prominent plot elements all indexed for easy searching.

This handout provides you with a mini-campaign based entirely on plots from Eureka. With this document, a copy of Eureka, and your favorite RPG, you can create a fully developed mini-campaign with ease.

The Star of Winter

Setting: The campaign centers upon a peaceful land ruled by a strong king (a retired adventurer) who's now in his later years. The land has its dangers, but the kingdom has an abundance of adventurers willing to defend it. The kingdom frequently employs adventurers to help rout encroaching monsters, explore lost ruins, and keep the peace.

The King: Once an adventurer, the king has given up crawling through dungeons and is now a fair but tough ruler. He has been married twice: His first wife died during his adventuring days, and he remarried after retiring. He has a soft spot for adventurers and often entertains them in the royal castle.

The Queen: The king's second wife was born a peasant, the daughter of a sword-smith who met the king during his adventuring days. She would not allow him to court her until he retired from adventuring. She is well loved by her people, and her charity is widely known throughout the Kingdom.

The Ice Demon: A creature of evil, the ice demon was banished from the lands of man eons ago to an icy hell. Trapped, it has spent its time trying to gain access to the world once again.

The Cult: Vile madmen who made contact with the ice demon and struck a deal: In exchange for power, they would aid the demon in escaping from its prison.



Outline

The Star of Winter is a four-plot mini-campaign. The plots are listed below by title, along with their plot numbers in Eureka.

1. For Glory, Nothing More (#36)

A mysterious light appears on the horizon, and is an omen for the start of a magical winter that begins to blanket the land.

The light is coming from a neighboring kingdom. When the PCs reach the light, they will see a pale blue glow coming from a large ice tower. All around the tower is an unnatural frost that spreads quickly as the heroes watch. It has

appeared before, and it is named the Icy Death. An immense snow storm surrounds the tower, preventing the PCs from reaching the tower—for now. This adventure ends when word comes from the king, summoning all of the kingdom's adventurers to his castle.

2. The Deadliest Blade (#136)

Sent out by the king to discover a way to end the magical winter, the heroes encounter the cult and uncover their plot to free the ice demon.

This adventure opens with the king discussing the ice tower, the spread of winter, and the destruction of neighboring lands. It's only a matter of time before the frost reaches his kingdom. He charges all adventurers to seek out the source of the spreading ice, and to find a way to put an end to it.

When the heroes find the cult—and their magical blade, with the power to slay a god—they will uncover an obsidian tablet that reveals the cult's devotion to the ice demon, as well as the fact that the appearance of the ice tower heralds its return. One of the PCs will know that this tablet is from Darkstone City, and the party will also find a map to this fabled city.



3. Darkstone City (#46)

The heroes reach a mysterious city which may hold the key to ending the winter.

The tablet from the previous adventure fits perfectly in a gap in one of the city's black walls—the spot from which it was removed, centuries ago. The text adjacent to that spot provides knowledge of the Icy Death, the ice demon that controls its spread, and an alchemical formula necessary to defeat the ice demon.

4. Flame Of Passion (#35)

A mistake has sent the queen to her doom; the heroes must save the queen and the kingdom.

Inside the ice tower the heroes will encounter a group of cultists who have received gifts of power from the ice demon. They attempt to stop the heroes from reaching the ice demon.

What Next?

Should the heroes be victorious, the Icy Death will be halted and quickly melt away. The king will rejoice in the return of his queen, and for the heroism that saved the kingdom. The King rewards the heroes (magic, land, etc.). The heroes will be revered throughout the kingdom, and will never have to pay for a room at an inn, a meal, or a pint ever again.

When your heroes are ready to adventure again be sure to check Eureka for follow-up plots!

Get Your Copy of Eureka!

Eureka is available at Gen Con from Studio 2 Publishing (booth #320). You can also visit <http://www.enginepublishing.com/online-store> to purchase Eureka as a print + PDF bundle for \$34.95, or as a standalone PDF for \$16.95.



Eureka was written by the authors of Gnome Stew (gnomestew.com) and is published by Engine Publishing (enginepublishing.com). We hope you enjoyed this mini-campaign!

